

WIZARD

Worlds



LEGO EXPO

THE ENTRANCE - NO. OF BRICKS: 19,634 BUILDING TIME: 752 hours. DRAGONS - NO. OF BRICKS: 53,222 BUILDING TIME: 380 hours.



Embark ye now
upon a journey through the
Enchanted Castle and its
mysterious forest surrounds.
Note well the words of the

Wizard, for his wisdom
shall deliver you through
perils and pitfalls, whence
you may safely discover...
What secrets await within.

LEGO

WIZARD'S
World



as it a
dream or did
I really venture
through a world
of ages past?

I know I saw the sentries,
not on guard but asleep.
And a book with curious
questions asked.

To guard against the
ever-present threat
of attack, olden-
day castles were
heavily fortified,
with complex
measures such
as trap doors,
moats and draw-
bridges used to
repel invaders.
From strategic-
ally-placed
cavities in ceilings and walls,
called Machicolations, missiles
could be thrown on the
enemies below.



NO. OF BRICKS: 46,862 BUILDING TIME: 1,630 hours





In his
wondrous den
the Wizard spoke
to me of things
ahead and the
need for care.

He warned of witches cruel
and twisted and I thanked
him as I left his lair.



Guardian of the Isle of Man was the wizard
Manannan Mac Lir, whose horse Eimbarr
could carry him with ease over land or sea.
No weapon could pierce Manannan's
armour, and no enemy could
survive the thrust of his sword
which was named
the Answerer.





passed the Elfin
forge; the little
folk working hard,
in their funny,
stumbling way.

And over Goblin's Bridge,
I heard much mischief
in the air of pranks they
planned to play.



Small stone bridges are a favourite haunt of
goblins; the babbling of the brook mixing
with their chatter and taunts, with
which they vex and confuse passing
travellers. These mischievous
creatures love to annoy and
irritate others with their
strange sense
of humour.

NO. OF BRICKS: 47,105 BUILDING TIME: 1,791 hours.



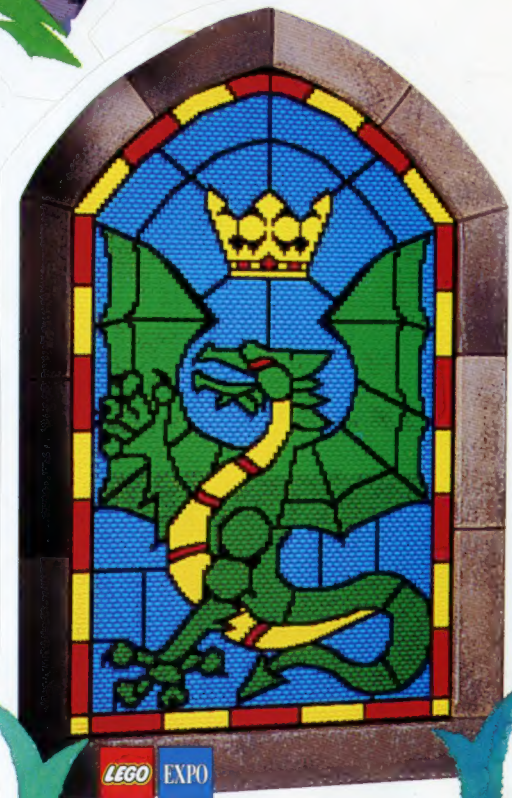
Look!
A fairy glen with
pixies and elves,
dancing and hiding
'mongst the trees.

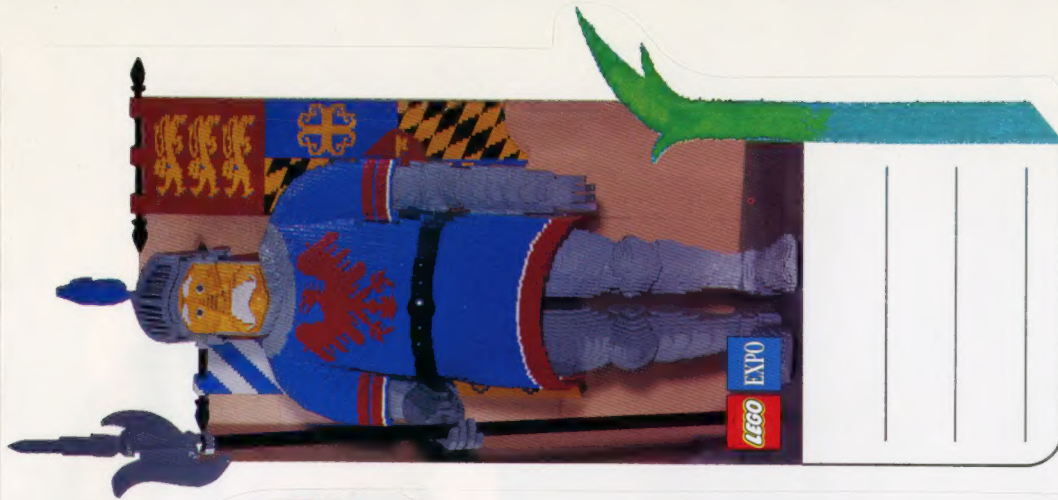
But the forest is growing
much darker now.

A shriek!
Who can
this be?

If on a summer's night a wreath of light
glittered on the grass of a meadow, wise
people drew away. This was a fairy ring of
elfin dancers, and whosoever stepped within
its glow would be imprisoned in their world.







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ethaxis!
The Witch!
Her cackled
threats ring out.
Should we follow
her advice?

Her craggy face distorts
with hate and rage, then
she vanishes in a trice!



The magic energy source that enables witches to fly on broomsticks across stormy skies was a brew made from the most potent herbs in witchcraft: monkshood, henbane, deadly nightshade, mandrake and hemlock mixed with land. This volatile potion was just one of the many brews that witches made.

NO. OF BRICKS: 4,712 BUILDING TIME: 165 hours





strange
shadowy
shapes dance and
play on ruined
walls as we enter
the Dragon's lair,
so dark and vast.

The fearful beast, awakened,
roars and lunges out, then
withdraws as
we hasten past.



In ancient times, a ferocious dragon who
needed no sleep, kept guard over the fabulous
Golden Fleece in the Kingdom of Colchis.
With guile and cunning, however, the Greek
hero Jason stole the Fleece from under the
dragon's very nose and returned triumph-
antly with it to Athens.



The Fabled World of Dragons

There are many types of dragon. They differed in shape and size and lived in quite different environments. For instance, in China dragons were classified according to the functions they performed. The four main places that dragons inhabited were caves, craggy mountain tops, marshes and swamps, and the rivers, lakes and seas of the world.

Classical Dragons

The Wyvern

This much-feared creature had a coiling, snake-like body with eagle's legs and scaly wings. It ravaged the countryside throughout northern Europe and Greece.

The Amphiptere

Peculiar in form, the Amphiptere was a legless serpent with small wings. It lived in the Middle East and guarded the precious trees that produced frankincense.

The Heraldic Dragon

This is the most common and best known of all dragons. It had huge teeth, four legs, strong claws, formidable spikes down its back and a barbed tail that could sting.

The Lindworm

A flightless creature, the Lindworm had the body of a snake, one pair of legs and powerful jaws. Marco Polo saw several on his travels through central Asia.

Chinese Dragons

Heavenly Guardian

Celestial dragons guarded the heavens and held up the houses of the gods. Each of its feet had five claws and its short, powerful wings kept its long, coiling body aloft.

Treasure Keeper

These four-legged creatures lived beneath the earth and guarded all the precious metals and jewels that lay buried there. Each Treasure Keeper held a pearl in one of its claws.

Weathermaker

Unlike other dragons, the Weathermaker was blue in colour. It floated through the skies and controlled the winds, rain and clouds upon which earthly life depended.

River Dragon

Each river in China had its own dragon, which controlled the course its river took and regulated the flow of its waters. River Dragons lived in palaces beneath the surface.



We have traversed the enchanted forest. Not quite. One step remains.
The book. The sword. The message. Our journey has not been in vain...



Wizard's World is the first LEGO® EXPO to be entirely conceived, designed and built here in Australia. The expert team of exhibition and model designers, model and prop builders, animation engineers and display artists have worked together for 14 busy months to create what is undoubtedly the most exciting LEGO exhibition ever seen in this country.

The technical and artistic skills involved in constructing such an incredibly detailed, creative, complex exhibition are a credit to the fertile imaginations of the model team and to the limitless possibilities of the LEGO construction system. We hope you will join us next year in another fascinating adventure.

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Left to right: Michael Riley (Scenic Artist), Paul Ward (Model Builder), Chris Wauchop (Model Designer), Louise Roberts (Model Builder), Bryce Kershaw (Model Designer), Lyn Robinson (Model Builder), Dominic Mackintosh (Exhibition Designer), Mogens Nielsen (Animation Engineer), Andrew Murray (Set Builder), Elin Jensen (Model Designer), Paul Moroney (Set Builder).